

## =====How Leveling Works=====

Legends: **Purple**=Stealth | **Blue**=Magic | **Red**=combat

Numbers 1-21: Order as shown in game. Colored tells what attribute it belongs to

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Specialization: You will get to choose one specialization. Choose the specialization that has the majority of attributes you plan on using. This will increase the specialized skills +10 from the start and increase faster.

Birth sign: Just read each one as some just help with governing attributes while some give you other type of powers or buffs

Favorite Attributes: You get to choose two. As the choice is obviously yours, it is ideal to choose two you plan on leveling according to the attributes affiliated with it. Example: If you plan on using **Security**, **Sneak** and **Marksman**, then Agility would be your best choice as it will help level those governing attributes being in your two favored selection.

Skills: You get to choose 7. Your selection should be affiliated with the two favorite attributes you chose, as those will dictate your leveling progress.

Example: I want to make a Paladin. My two favorite attributes would be **Willpower** and **Endurance** because the 7 skills I choose would be **Alteration**, **Armorer**, **Blade**, **Block**, **Heavy Armor**, **Restoration**, **Speechcraft**.

=====Oblivion: Specialization, Attributes & Skills=====

Specialization:

Stealth: Acrobatics, Light Armor, Marksman, Mercantile, Security,

Sneak, speechcraft.

Magic: alchemy, Alteration, Conjunction, Destruction, Illusion,

Mysticism, Restoration

Combat: Armorer, Athletics, Blade, Block, Blunt, Hand-to-Hand,

Heavy Armor

Attributes:

Strength: Blunt | Blade | Hand-to-hand

Intelligence: Alchemy | Conjunction | Mysticism

willpower: Destruction | Alteration | Restoration

Agility: Security | Sneak | marksman

Speed: Athletics | Light Armor | Acrobatics

Endurance: Block | Armorer | Heavy Armor

Personality: Speechcraft | Mercantile | Illusion

Luck: [No governing attributes]

Skills(21):

- 01)Acrobatics
- 02)Alchemy
- 03)Alteration
- 04)Armorer
- 05)Athletics
- 06)Blade
- 07)Block
- 08)Blunt
- 09)Conjuration
- 10)Destruction
- 11)Hand-to-hand
- 12)Heavy Armor
- 13)Illusion
- 14)Light Armor
- 15)Marksman
- 16)Mercantile
- 17)Mysticism
- 18)Restoration
- 19)Security
- 20)Sneak
- 21)Speechcraft